

Date:	Thursday Dec 15, 2022 @ 10am
Venue:	Online Teams Meeting

Item	Action By
<p>1 – GBG TITO: PROCESSING CASH TICKETS PURCHASED USING ELECTRONIC PAYMENT SYSTEMS</p> <ul style="list-style-type: none"> - Group reviewed the version 2 of the document produced based on the previous discussions. - Drago G (JCM) proposed that the document should reference Electronic Payment Systems (EPS) rather than restrict itself to Debit Cards as the same process could be adopted by Payment Wallets. - Proposal accepted by group and expanded to define an additional cash ticket type, [05] Payment Wallet Cash Ticket.....both EPS types would issues unique tokens linked to the debit card/payment wallet. - Paul D (GPT) highlighted a potential duplication in the EPS tokens if a payment wallet was in operation on a paystation as well as a debit card payment system. - Agreed by all that the EPS tokens issued by the Payment Wallet provider would be predefined with the System Host Code for the relevant payment wallet provider (as specified within the GBG General Codes), i.e. 6-#####. This would allow the Paystation to identify the electronic payment wallet type. - Paul D advised that funds returned to a card/wallet should be referred to as Payment Winnings. - James A (Playsafe) pointed out that the EPS Token data field within the proposed changes to the GBG-TITO protocol need to be changed from an Integer to a String. - Agreed next steps: <ul style="list-style-type: none"> o Rob W to update the working document based on the agreed changes. o Rob W to create a new draft GBG-TITO v.2.3 document that reflects the proposed changes, with the narrative included in the working document added to a new Appendix that would be reviewed at the next GBG Tech Forum meeting. 	Rob W
<p>2 – SESSION TIMEOUTS</p> <ul style="list-style-type: none"> - Request from BACTA to ensure that definition of Sessions is standardised across Dataport and MDC protocols. - Rob W highlighted the existing event codes that the gaming machine host sends to the System Host when a Play Session is opened and closed based on the level of funds held by the machine. - Rob W proposed that instead of hard coding the timeout period within the document the MDC specific parameters returned by the System Host during the Machine Powerup Registration should include a Session Timeout parameter so that this can be controlled by the System Host. 	

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<ul style="list-style-type: none"> - Stephen Mc (L&W) raised the need for two session types : <ul style="list-style-type: none"> o Machine Credit Session that is opened and closed based on level of credit funds held by the machine host.....same as current events listed within the MDC protocol. o Game Play Sessions which are opened and closed based on game play with a timeout for closing the session. - Stephen Mc used the Bingo operations as a good example where players will reserve a machine during a main stage bingo session and then return to the machine. - Ashley M (Game Nation) mentioned that this would be a key metric for AGC operations, i.e. to determine the ration between actual game play and session play. - Alan Claypole was not on the call to share the BACTA viewpoint. - Agreed that Rob W would create a draft v.1.4 of the GBG-MDC protocol with the changes mentioned above and circulate for review on next GBG Tech Forum meeting. - Rob W to also update AC on the proposed changes and obtain the BACTA viewpoint before the next meeting. <p>Post Meeting Note: Rob W had received an email from Alan Claypole that outlined the BACTA position with regards to Sessions, which is as follows:</p> <p><i>Session definition:</i></p> <ul style="list-style-type: none"> · <i>If a session is not in progress, a session begins when credit is inserted by any method, or when a game is played.</i> · <i>If machine credit (excluding promotional credit) is below 20p for 60 seconds from the end of the last game cycle then the session ends.</i> · <i>If there is no player input for 240 seconds then the session ends irrespective of machine balance.</i> · <i>If a player presses 'Collect' at any time during a session, and all uncommitted credit is cashed out, the session ends.</i> <p><i>Any interruption to normal machine operation, i.e. power cut, power off, malfunction or door open, will end the current session.</i></p> <ul style="list-style-type: none"> - The differences with the proposed BACTA definition are: <ul style="list-style-type: none"> o GBG defines a Machine Credit Sessions and Game Play Sessions o GBG-MDC supports configurable timeouts that allow these to be configured/controlled by the System Host. 	<p></p> <p>Rob W</p> <p>Rob W</p>
<p>3 – GBG-MDC: create a JSON version of the protocol</p> <ul style="list-style-type: none"> - James A (Playsafe) said that Playsafe have reviewed the resource savings by converting MDC to a JSON and these are minimal. - Group agreed that it would make things more complicated to have two variants for a protocol so rejected the proposal. 	<p></p>

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<ul style="list-style-type: none">- Rob W to go back to party that raised the request with the feedback from the GBG Tech Forum and advise them that if they want to pursue this further then they need to raise the issue at the next GBG MSG meeting in February.	Rob W
<p>Date of Next Meeting</p> <ul style="list-style-type: none">- Weds, January 18, 2023 @ 2pm via Teams- Rob W to send out meeting invites to all GBG Tech Forum members.	Rob W